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Recovery of Images From the AMOS ELSI
Data for STS-33

DAVID J. KNECHT

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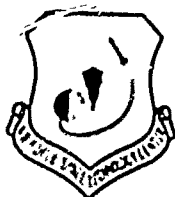


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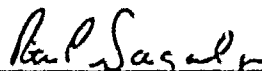
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Recovery of Images from the AMOS ELSI Data for STS-33

1. INTRODUCTION

During the STS-33 space-shuttle mission in late November 1989, a number of instruments of the Air Force Maui Optical Station (AMOS) were used to observe five overflights of the shuttle to study the interaction of spacecraft contaminants with the residual atmosphere. These measurements were part of a secondary shuttle experiment called the AMOS Calibration Tests.

One of the instruments used was the Enhanced Longwave Spectral Imager (ELSI), which is an infrared-sensitive array detector located at a focal plane on the side mount of the 1.6-meter telescope. Data from this instrument are recorded on tape in both video and digital formats. The ELSI was used on three passes, orbits 21, 37, and 67 on 24, 25, and 27 November. These data are normally unclassified, but special circumstances required the ELSI data of 24 and 25 November to be classified. The unclassified data of 27 November, in video format, were handcarried to Geophysics Laboratory (GL) at the beginning of December 1989; the classified data, in digital format, were sent to GL from AMOS some time in February 1990.

Since the Spacecraft Interactions Branch (PHK) does not have facilities for processing classified data, the production of images from the digital tapes was undertaken by the Data Systems Branch (LCY). PHK provided a written description of the tape format, based on information provided by AMOS, and LCY developed the routines needed to read the tapes, but when the data failed to yield recognizable images, the effort was at an impasse. To permit PHK to look into the problem, it was decided to work on the unclassified data of orbit 67, which carries the test number ATN 47434. We requested and received (on 23 March 1990) a one-minute sample of digital data, corresponding to the interval during which the best images were seen on the videotape.

Examination of these data showed that the instrument was suffering from several malfunctions, one of them serious enough to make the data unusable when processed in the usual manner. This report describes the problem and the development of a method to deal with it, specifically, the construction of an algorithm capable of effecting a complete recovery of the images.

(Received for publication 19 April 1990)

2. DESCRIPTION OF THE INSTRUMENT

The ELSI instrument employs two array detectors: a mid-wave (MWIR) detector, which is a gallium-doped silicon array of 45 by 90 pixels, and a long-wave (LWIR) detector, which is a HgCdTe array of 64 by 64 pixels. The image can be moved, by a switch in the control room, from one detector to the other. The spectral range and larger field of view of the LWIR detector make it more useful for acquiring a target; after acquisition the image can be switched to the MWIR detector. The recording for orbit 67 includes data from both detectors, as noted below, but only the MWIR data are of interest here.

The ELSI uses a rapid-chopping scheme to remove the instrument and sky background against which the tracked object is seen. The image is recorded first with the object in the chosen location on the array detector and then again after the object has been deflected slightly by moving one of the flat mirrors in the optical path. Subtraction of the second image from the first is extremely effective in producing a clear image of the tracked object against an almost black background. The object is not deflected enough to move it completely off the detector, so the subtraction results in a positive image at the chosen location and a negative image at the deflected position; the latter is removed by setting negative pixel values to zero, leaving only a patch of completely black background. The deflection, which is called *nodding*, is done at a constant nominal rate of 40 cycles per second, implying an image rate of 80 per second.

Analog data from the detector are digitized by equipment mounted on the telescope and then transmitted to the control room, where they are recorded on digital tape. The recording process is further described in the discussion that follows. The digitized data are also sampled and reconverted to analog form, in a standard video format, for display on a video monitor and recording on videotape.

3. TAPE FORMAT AND CONTENT

ELSI digital data are on standard 9-track 6250-bpi tapes. Details of the tape format are shown in Figure 1. Physical records are unformatted binary and contain 16 kilobytes (16,384 bytes), except for the last record in a file, which may be short. A tape may have one or more files, terminated by end-of-file marks, representing different time intervals. Each file begins with a file label of 1024 bytes, followed by an integral number of ELSI logical records of 185,344 bytes each. Therefore, there are more than 11 physical records for each logical record, and boundaries of physical and logical records are not simply related. Each logical record contains, in this order, an 8-byte spacer, twenty images, and a 1016-byte record label.

The present purpose requires no information from the file label or the 8-byte spacers. The only item needed from the record labels is the time, which is given in units of seconds and milliseconds after the reference time of 0000 GMT on 01 January 1970. The seconds component is an unsigned four-byte integer in bytes 21-24; the milliseconds component is an unsigned two-byte integer in bytes 25-26. Pixel values in the image arrays are unsigned two-byte integers. Integers are written to tape starting with the most significant byte.

Each ELSI image contains 9216 bytes or 4608 pixel values in a 6x16x48 *image array*. These are related to the 45x90 MWIR *detector array* as illustrated in Figures 2 and 3. Figure 2 shows how the detector array is laid out in six sections that have separate readouts. Data are recorded on tape in the order in which they come off the detector. The readout takes a value from the same location on each of

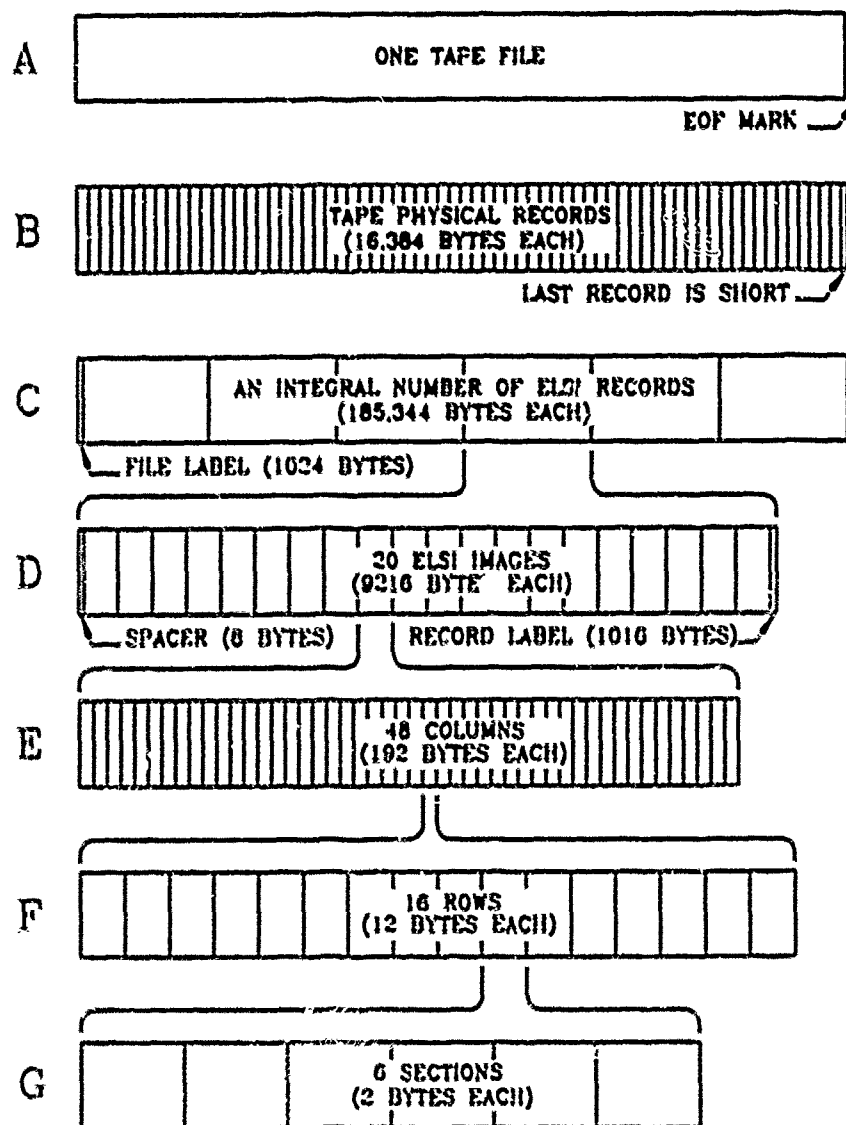


Figure 1. Tape format used for the recording of ELSI data

the six sections before it proceeds to the next location in the next row. It progresses through all row locations in a column before moving to the next column. Thus, the resulting image array has dimensions of section, row, and column (s,r,c), where the s index cycles most rapidly and the c index most slowly. There is a further complication in that the readout progresses through 16 (not 15) rows in each section and 48 (not 45) columns. The resulting spurious values are referred to as *overclocked pixels* and must be discarded in processing the data. These are apparent in Figure 3, which illustrates the structure of the image array; the overclocked pixels are represented by open squares, while real pixels are shown as solid squares.

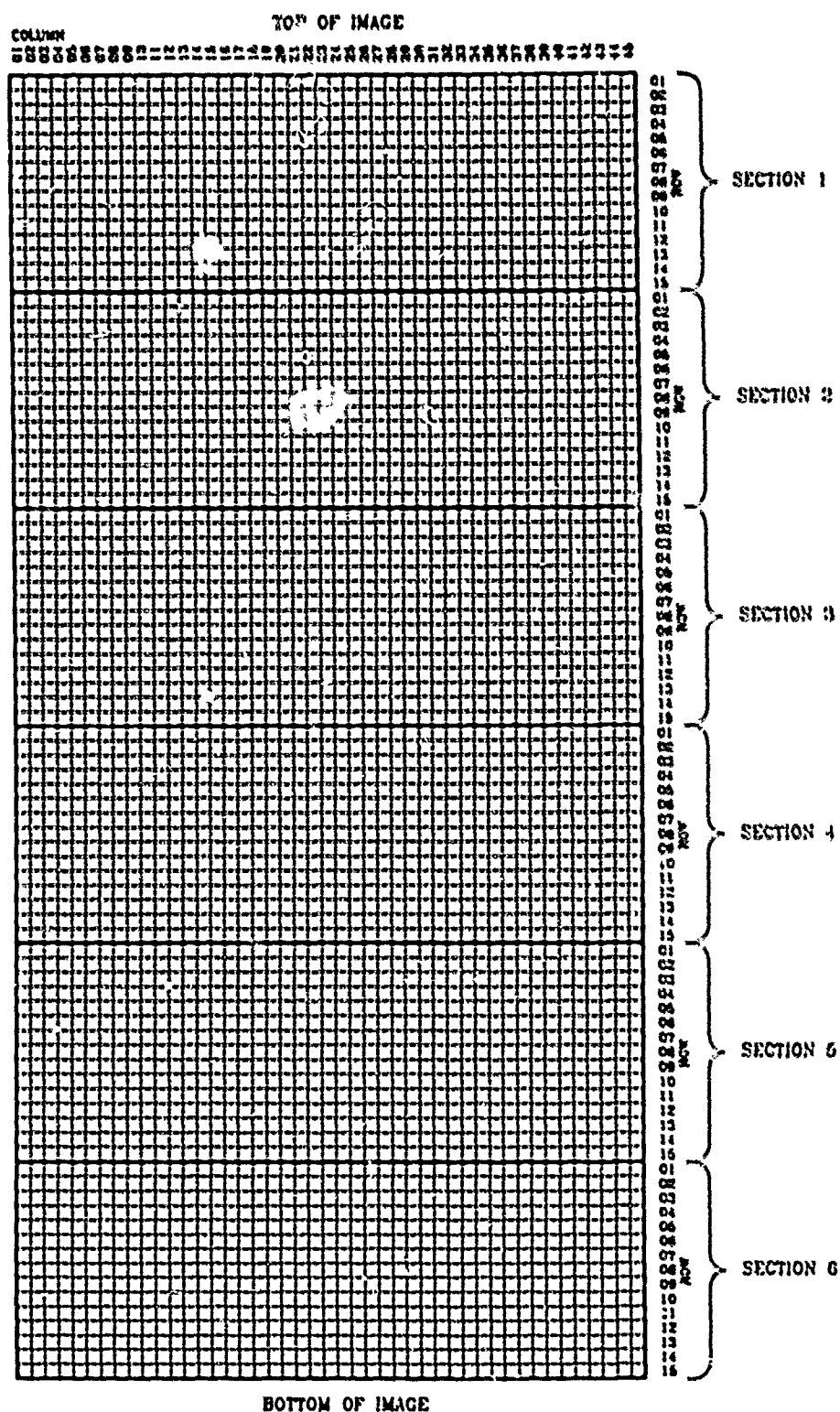


Figure 2. Format of pixels on the ELSI MWIR detector

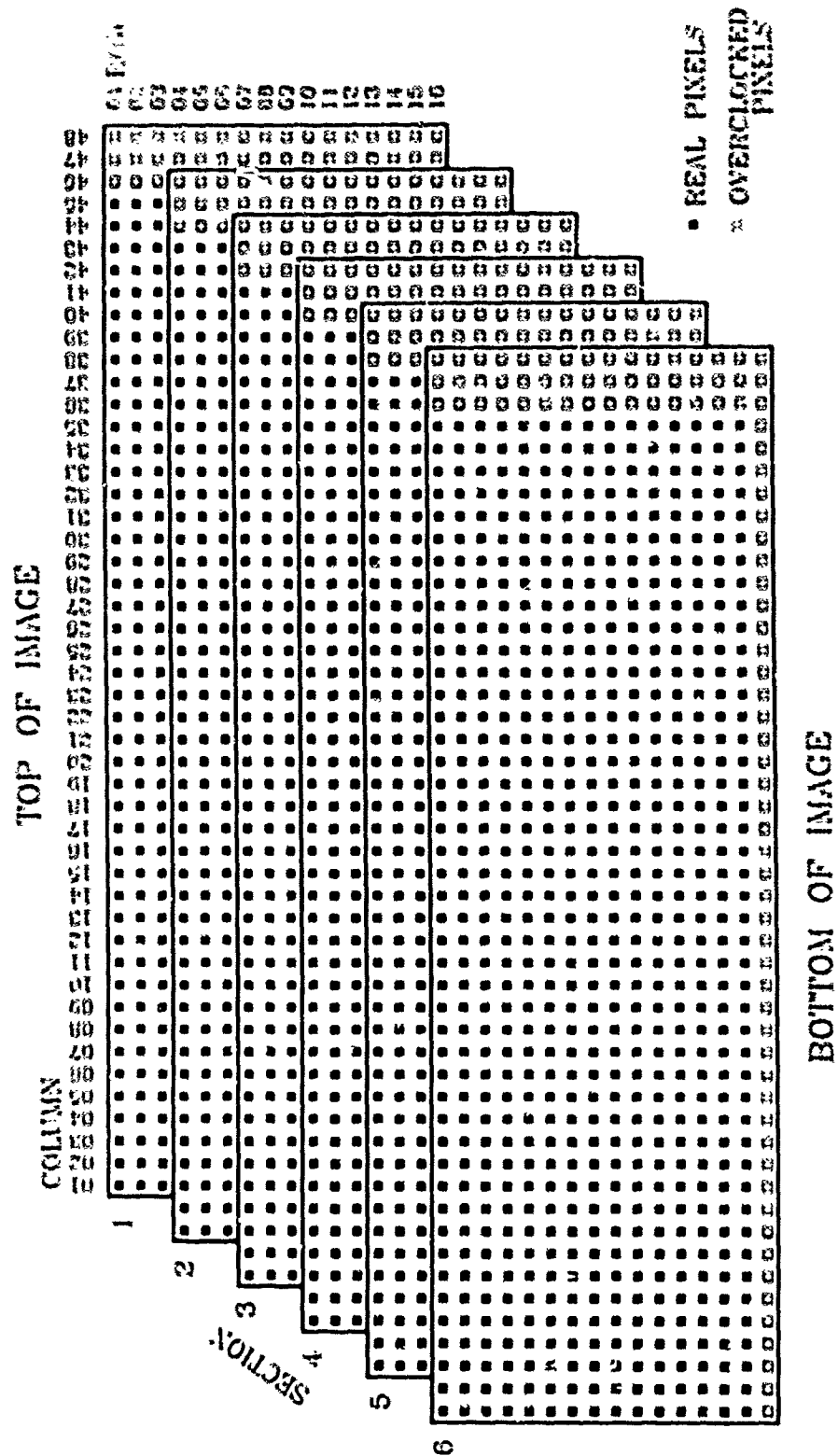


Figure 3. Format of an image data array within an ELSI record

4. EQUIPMENT AND PROCEDURE

Figure 4 shows, as a function of time, the data recorded for orbit 67. Culmination, the time of closest approach of the shuttle to AMOS, is indicated by an arrow at the top. Two tracks of solid bars at the bottom show which detector was in use at a particular time. Above that is shown the one-minute period, just after culmination, for which digital data were requested; it includes a small amount of LWIR data. The data actually received are indicated at the top; they cover the requested period and continue until the tape reel is filled. The division into two files probably reflects a switchover to a new tape unit during the original recording. It provided a convenient starting point for our examination; all of the data discussed below come from file 2.

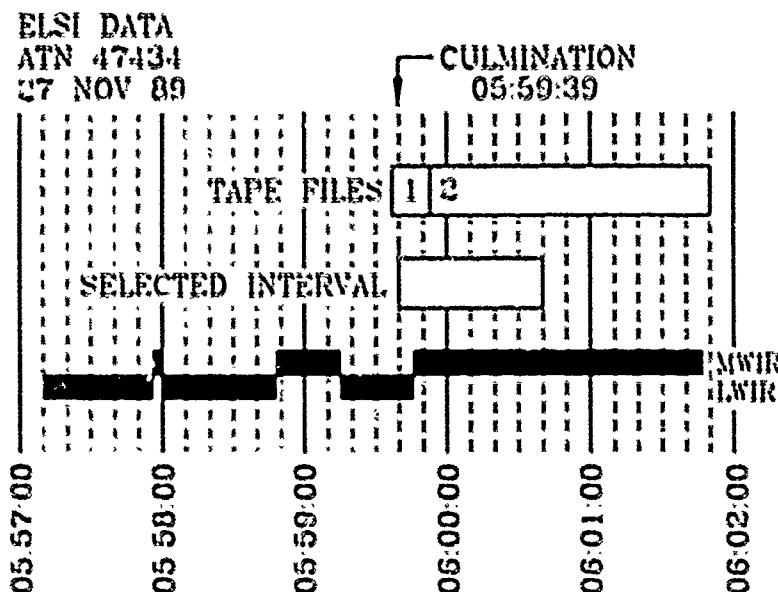


Figure 4. Summary log of the orbit-67 ELSI data used in this work

The equipment used was a Zenith Z-248 desktop system, a PC-AT clone, equipped with dual 22-megabyte Bernoulli drives in addition to 20- and 40-megabyte internal disks. Also included was a Cordata LP300X laser printer equipped with a custom font of 128 grey-scale characters. Except for lack of a tape drive, this system proved nearly ideal for examining these data. Data were transported to this system on a Bernoulli disk. The first six megabytes of tape file 2 were copied from tape to a Microvax user directory on disk and then, via local network, to the Bernoulli cartridge. This data extract comprises a little more than 32 ELSI records. Figure 5 indicates schematically how the data treatment progressed from this point through subsequent steps described below.

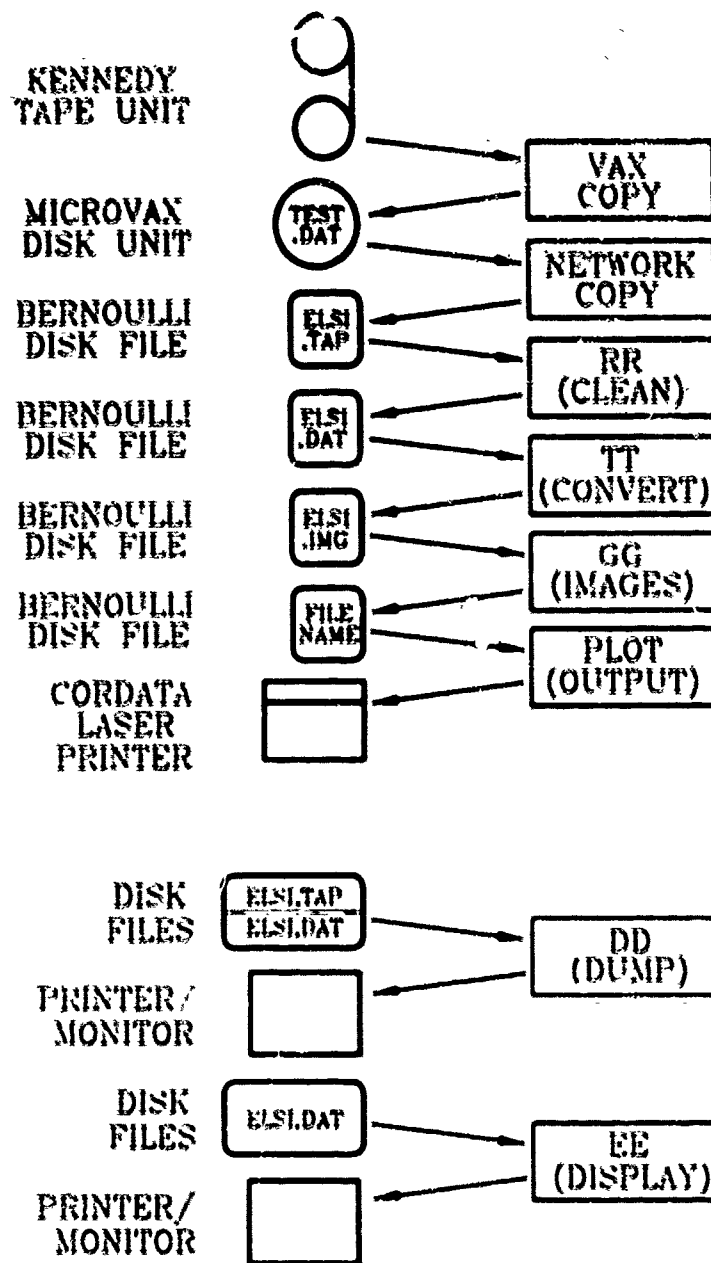


Figure 5. Schematic diagram of the processing procedure

The approach to the problem set four sequential objectives: (1) to discover what was wrong with the ELSI data or the previous efforts to use it; (2) to see whether the data of orbit 67 could be processed to produce images that matched the video data; (3) to transfer whatever method was developed to the LCY facility, applying it first to the orbit-67 data for confirmation; and (4) to use the established technique to process the classified data.

5. EXAMINING THE DATA

Pixel values in the ELSI data originate in a 12-bit A/D converter and are positive integers ranging from zero through 4095; this is true for all twenty of the raw images of an ELSI record. Values are stored as two-byte integers with the four most significant bits set to zero. In practice, the values may be confined mainly to a much narrower range than the full 4096 values allowed. The principal problem with the data was revealed immediately when the distribution of values in a small sample was examined. All values lay between 3456 and 3583 or between 3968 and 4095. What these ranges have in common is that bits 11, 10, 8, and 7 of the 16-bit integer always have the value one; i.e. these bits are "stuck" in the on state. Bits are numbered from LSB=0 through MSB=15. A closer look also showed that bit 1 was also stuck in the on state. With five of twelve bits inoperative, the data are enormously ambiguous. The resulting response curve, plotted in Figure 6, shows that each recorded number represents not the one true value but any one of sixteen possibilities. The scale of this curve does not show the effect of stuck bit #1, which has a data value of only 2. As will be seen later, its effect on an image will be negligibly small, so it is ignored in all of the following discussion.

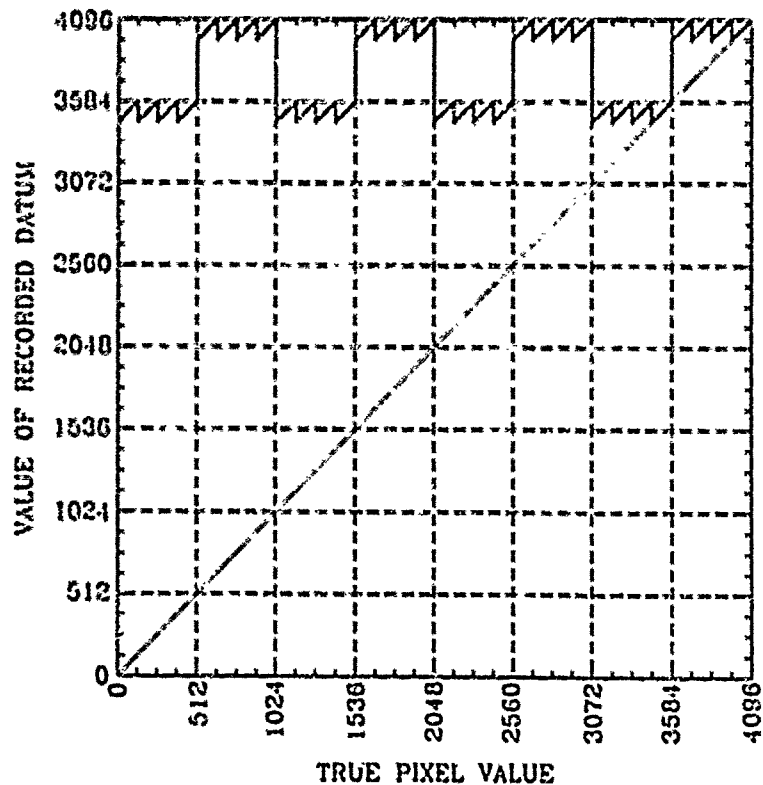


Figure 6. Plot of recorded datum value versus the true pixel value

This discovery was reported to AMOS with a request to check the current status of the instrument. We were subsequently informed that the bits were found to be stuck exactly as reported. We were not told the location and cause of the malfunction, but because the video data, which are stated to be derived by reconversion from the digital, seem to be unaffected by the stuck bits, we suspect the bits are stuck in the recording equipment, not in the data from the telescope.

The next step was to write routines to recognize, read, and manipulate ELSI records, as dictated by the format of Figure 1. One routine was required to clean out extraneous material, because in reading the tape the Microvax copy utility had inserted an end-of-record mark, 0D0A, after the data from each tape record. The next routine operates on each ELSI record to decode time, discard overlocked pixels, reorder real pixels, and write a new data file.

Examining the data with these tools disclosed two more apparent faults. First, one section of the detector, fifth from the top, was completely dead, with all pixels reading the saturation value 4095. This is a relatively minor problem in this case, since the tracked object was kept well within the upper four sections of the detector. Second, time values recorded in successive frames do not advance by the nominal amount of 250 ms (20 frames at a rate of 80 per second). Figure 7 shows the advance of recorded time over a series of 32 frames, revealing that the time interval per frame oscillates irregularly between about 300 and 700 ms, with the average being about 410 ms. It is not known whether this variation is real or the result of inaccurate reading of the clock. It too is a minor problem here, since accurate timing is not required. These faults have not yet been reported to or confirmed by AMOS personnel.

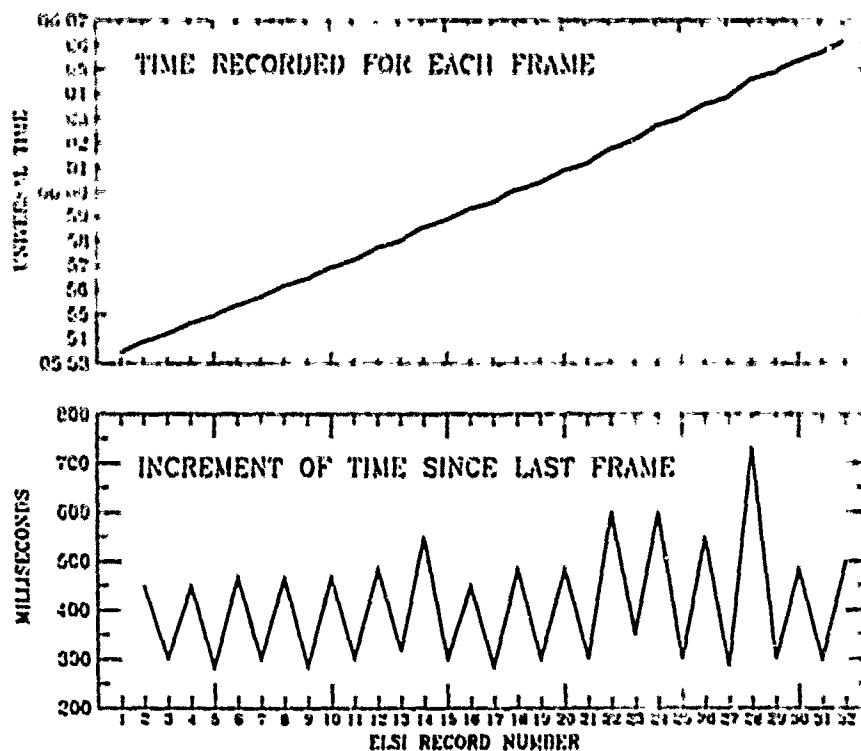


Figure 7. Observations of recorded time versus the record number

A general-purpose image-processing routine was written to permit the production of hardcopy grey-scale prints from the data; this was needed if any method of salvaging the data were to be found. In its latest form, the routine incorporates a number of sequential but repeatable steps, as follows:

- a. *Read* the next record, interchange bytes, and convert to integers.
- b. *Subtract* each odd background image from the following even image.
- c. *Correct* the data using an incorporated algorithm.
- d. *Average* over a specified number of successive image pairs.
- e. *Process* the composite image, even-minus-odd or odd-minus-even, by finding maximum and minimum data values, setting and adjusting threshold and saturation levels for the grey-scale, and converting pixel values to grey-scale values.
- f. *Output* the resulting image to a print file for transfer to the laser printer.

A batch file was used to copy the print file to the laser printer along with the required grey-scale setup and reset commands. With defect-free data, these procedures will produce a good image. The custom GREY3 font relates coverage, or density, of a square pixel to an ASCII character number by a conversion curve that consists of three connecting linear segments that lie about midway between a pure linear and a pure logarithmic scale.

6. CHOOSING A CORRECTION METHOD

A first version of the image processor, with no correction algorithm, was applied to the unaltered data to see how much, if any, of the true image could be seen despite the stuck-bit malfunction. Figure 8 shows the result of applying this normal processing to the first image pair of the first record. The data printed represent image 2 minus image 1, with negative pixel values set to zero. The grey-scale threshold (black) was set at zero, and the saturation (white) was set to the maximum value found in the data.

This image reveals several interesting features. First, the fact that detector section 5 is not operating is evidenced by the black band across the lower half of the image. Second, the location of the true image of the space shuttle is easily discernible as the light area centered near the left edge of section 2, roughly at column 10, row 27. The light-to-medium grey pixels clearly show the shuttle outline as it appears in the videotape. The video image of the shuttle is a vaguely triangular blurry white silhouette against an almost-black background; there is some, but not much, variation within the silhouette. In the digital image roughly half of the pixels within the silhouette have dropped out and appear black. At the location to which the image is deflected, centered roughly at column 10, row 45, there is a collection of bright pixels forming a sort of ghost image where there should be only a completely black area or "hole". A number of other false bright pixels are scattered about the rest of the background.

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Figure 8. A background-subtracted image produced by normal processing

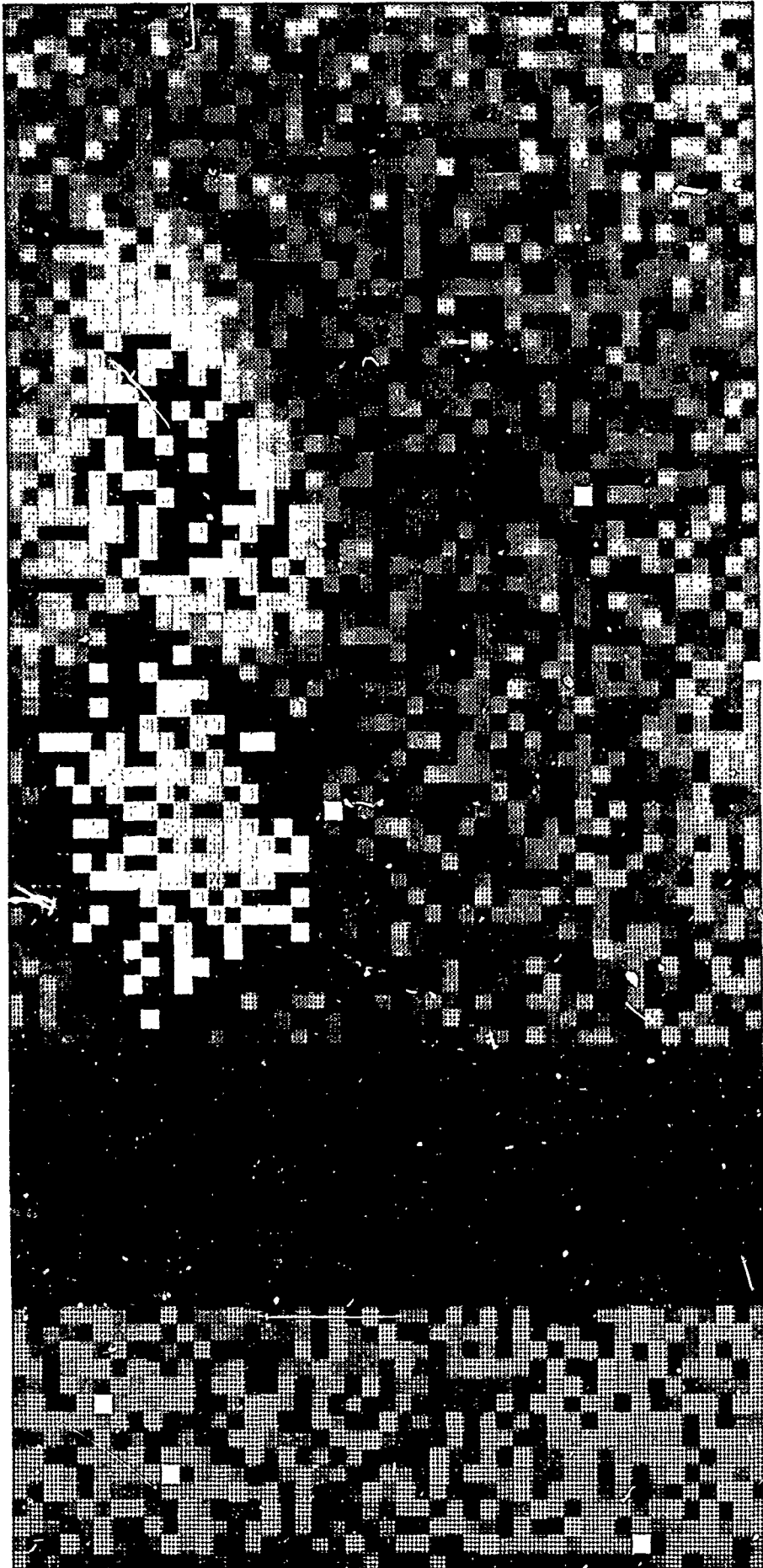


Figure 2 shows image 2 alone, without subtraction of the background image. There is no recognizable structure in the region of the shuttle silhouette. The pixel values show some cohesive appearance; from upper left to lower right the pixels successively assume tones of dark, light, and medium grey in three rather distinct areas. The presence of only two boundaries suggests that no more than two of the larger jumps in the response curve, 384 or 640, are encountered, and only one if the second boundary is a retracing of the first. We therefore expect the distribution of true data values to be confined to a very narrow part of the zero-to-4095 range.

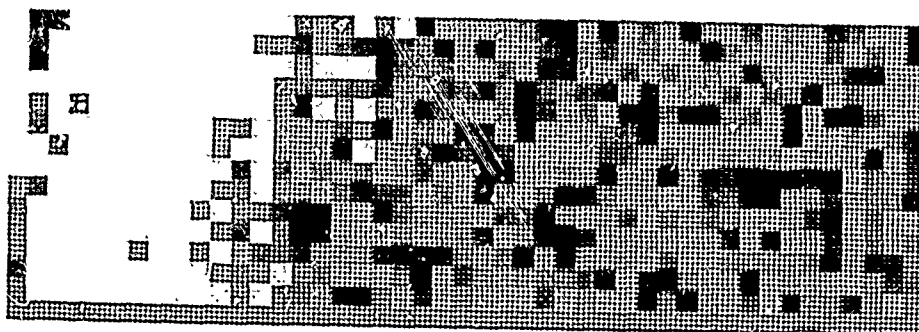
In the background-subtracted image of Figure 8, the abrupt disappearance of grey tones or the appearance of bright spots, as one moves spatially across the image along some line, is easily understood on the basis of the response curve of Figure 6. It occurs when the true value of the even (odd) image crosses one of the discontinuities in the response curve while the odd (even) does not. The dark pixels within the shuttle outline are caused by a negative jump in the even image or a positive jump in the odd image. The bright pixels within the black hole are caused by the reverse condition. There are relatively few false bright pixels, and presumably a similar number of false black pixels, throughout the background because it is rather unlikely that the illumination on such pixels will be much different in the even and odd images and therefore unlikely to straddle a jump in the response curve.

The fact that many of the false pixel values can be recognized by visual examination suggests that an algorithm might be devised to correct the data despite the ugly nature of the response curve. The eye discerns bad pixels because of their sharp jumps from the values of neighboring pixels. The jumps are noticeable because of the relatively low spatial gradient of intensity within the true image. In approaching the shuttle silhouette from any side, we notice that the intensity increases smoothly over several pixels before hitting a jump that makes it false. This suggests that the average spatial gradient may be much less than 128 units per pixel-spacing distance. Since the smallest jump in the response curve is 128 units, these jumps may well be recognizable in going from pixel to pixel in the image. As noted above, the true pixel values seem to be confined to a narrow portion of the full 12-bit range.

The foregoing observations suggest using a very simple and straightforward algorithm for correcting the data. This method takes one starting pixel as a reference point and then moves along multiple tracks across the detector, adjusting the value of each pixel according to whether and how much it has jumped relative to the preceding pixel on the track. The pattern of tracks is a tree with enough branches to cover every pixel. Since any error in identifying a jump will affect every subsequent pixel on a branch, it is well to make the branches as short as possible. It is not really necessary for the starting pixel to have a true value, since the absolute level of the result is not important unless successive images are to be averaged. But in any case, the amount of its error will be apparent from the difference in the resulting distributions of positive and negative values; the black background will not be roughly zero but some value that approximates the size of jump by which the starting pixel was in error, and the magnitudes of the most positive and most negative pixels will differ by twice the size of that jump.

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Figure 9. A single even-numbered image produced by normal processing



7. CONSTRUCTING THE ALGORITHM

For clarity in the following discussion, all results presented will be for the image pair already shown (file 2, record 1, image pair 1), and references to the sample image will mean the background-subtracted image unless stated otherwise. Also, in much of the work to follow, only the upper two-thirds, rows 1 through 60, of the detector will be used. The fifth section is dead, and since the detached sixth section is of little use by itself, it was usually set to zero.

We know that the distribution of values in a single image is confined to the two ranges noted earlier: 3456-3583 and 3968-4095, but this will be different in a background-subtracted image. Figure 10 shows the distribution for the sample case. This and the following figure use logarithmic scales except that zero has been placed at the 0.1 level. Values are less confined because two quantities are involved in the subtraction. We may reasonably guess that many of the values below 128 are true, while most of the two higher groups are false. We also note that over most of the image, where there is no tracked object, both the even- and odd-image values of a pixel may be grossly affected by the stuck-bit malfunction while their difference remains correct.)

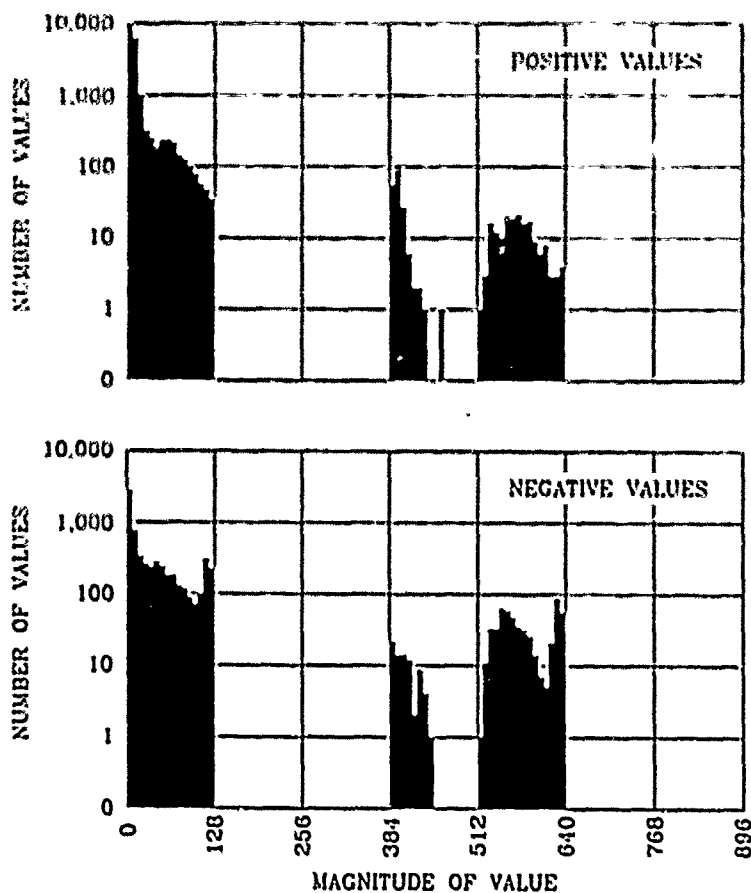


Figure 10. Distribution of pixel values in an uncorrected image

The distribution of the actual pixel-to-pixel jumps in an image is most important to know. Figure 11 shows the distribution of jump sizes encountered in scanning left to right along all of the first 60 rows of an image. Jumps having magnitudes of 1, 3, and 5, in units of 128, are expected, since they occur directly in the response curve; the pixel needs to jump in only one image of the subtracted pair. We also see many jumps of magnitude 4. In this case the pixel must jump in both images; for example $(+3) - (-1)$ or $(+5) - (+1)$. Both of these combinations are likely, as can be seen by juxtaposing the curve of Figure 6 and its inverse; a difference of only 128 in the true values of even and odd images can cause these jump combinations to occur if the spatial gradient has the same direction in both images, as is usually the case. Conversely, jumps of magnitude 2 and 6 are almost never seen. These also require jumps in both images; for example $(+3) - (+1)$ or $(+5) - (-1)$. Such jumps are also possible with the same even-odd difference of 128, but the spatial gradients in the even and odd images must be in opposite directions. Since this is very unlikely, these jumps are very rare.

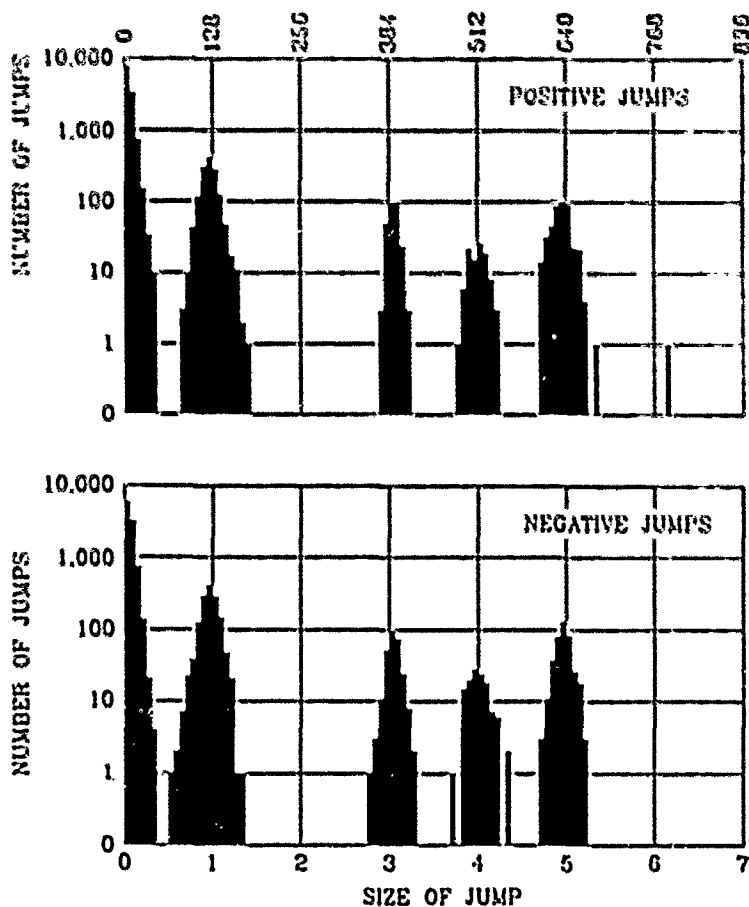


Figure 11. Distribution of pixel-to-pixel jumps in an uncorrected image

Clearly, the important feature of this distribution that makes correction possible is the clear separation of the magnitude-0 and magnitude-1 groups. This reveals that the pixel-to-pixel variation in the true image does not exceed about 48, while a stuck-bit jump over a discontinuity of 128 never results in a jump of less than 64. Similarly, jumps of magnitude 3, 4, or 5 are equally unambiguous. This implies that an algorithm based on jump size alone will suffice, and there will be no need to invoke such additional criteria as the local trend of the spatial gradient, etc.

The correction algorithm, therefore, was constructed to work as follows. The starting location is taken to be the top of the middle column (column 23, row 1) and the first track runs down column 23 to row 60. From the central column of corrected pixels, each subsequent track runs along a row from the central column to the right or left edge, so the complete pattern comprises 121 tracks, with only the initial track covering more than 23 locations. At each step along the track the observed jump to the current pixel is classified as to the discontinuity included, an integral number between -6 and +6. This number is added to the cumulative total from the beginning of the track to find the amount by which the current pixel should be adjusted. The cumulative adjustment for each pixel is stored in a separate array, and the pixels are adjusted after completing all tracks.

The threshold levels used to determine jump size, that is, the location of boundaries between the groups in Figure 11, were allowed to be individually adjusted, but in practice setting them all to the appropriate multiple of 64 was found to be adequate.

It may be useful to note that we first tried to use a similar algorithm applied separately to the odd and even images of a pair. It was thought that this might prove best, so that legitimate variations in both images would not be added, possibly making their sum large enough to be confused with a magnitude-1 jump. This was a mistake. That effect was outweighed by effect of inherent pixel-to-pixel variations in response. The latter, which creates the need for flat-fielding techniques in the first place, proved to be larger than pixel-to-pixel variations in the image. They were, in fact, so large that they could not be distinguished from magnitude-1 jumps, and the algorithm failed.

8. DESCRIPTION OF RESULTS

The algorithm proved completely successful in correcting the orbit-67 data used in its development. Figure 12 shows the fully corrected sample image. In this case, grey-scale saturation (white) was set to correspond with the brightest pixel, and grey-scale threshold (black) was set somewhat above zero, as is usually done, to suppress the empty-sky background in addition to eliminating the deflected image due to nodding. Figure 13 shows the same image without the sky background suppressed (grey-scale threshold at zero). The background has a fairly uniform mottled appearance, and the black hole of the deflected image is clearly visible.

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Figure 12. The fully corrected image with sky background suppressed



Some testing of the results was done, but no significantly different data were available for a rigorous evaluation. As long as the jump distribution shows complete separation between groups, the correction should be perfect. It is not an approximation, so even the most subtle features in the true image will be preserved. Moreover, if an error in detecting and classifying a jump were to occur, it would expose itself by producing a very noticeable defect in the resulting image, a defect propagating along the remainder of the correction track. This was demonstrated in testing by deliberately forcing an error. We expect that such a defect would still be apparent even if the image were too active for the correction to succeed.

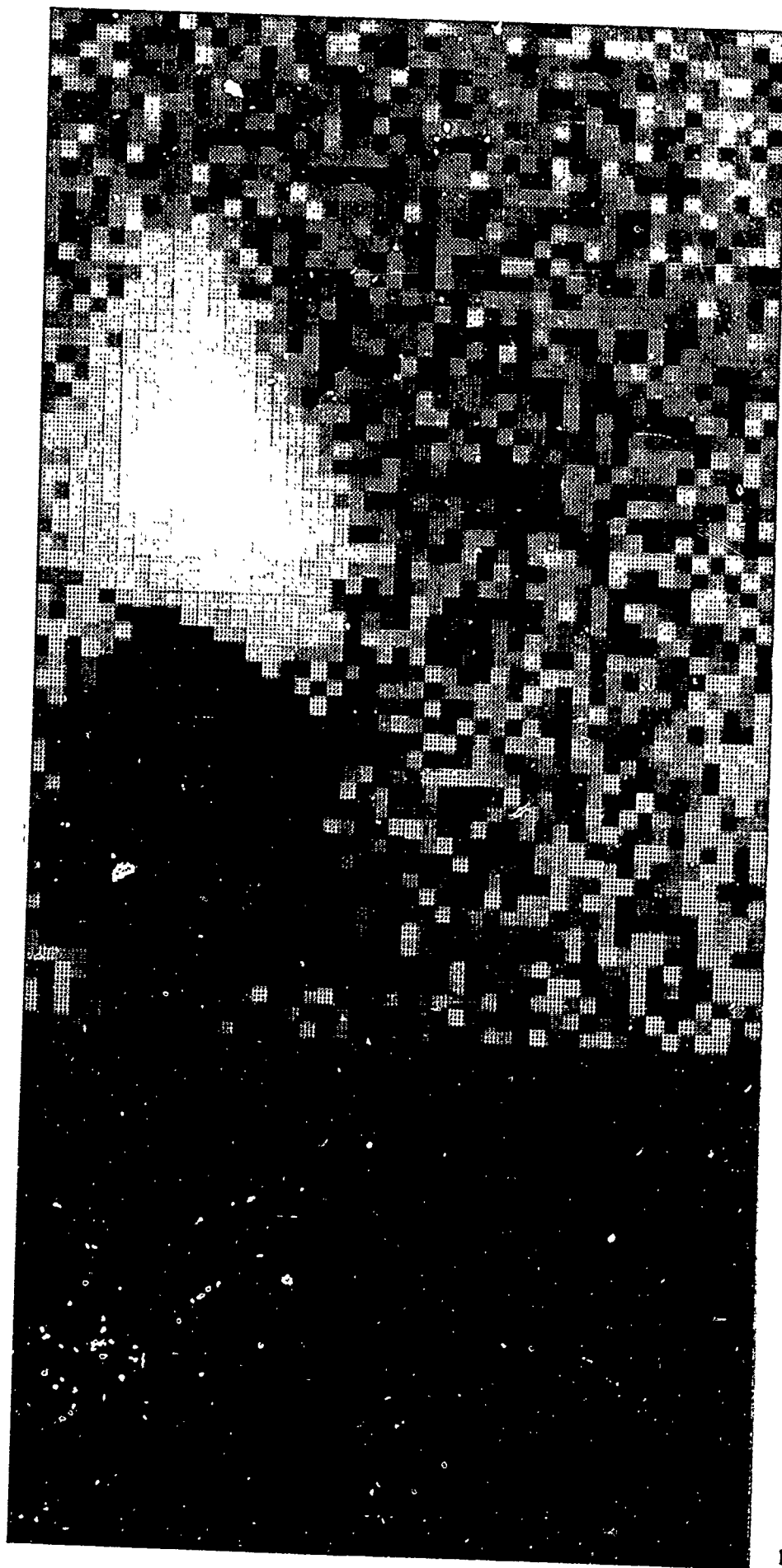
The successful correction of these data reveals one more condition that may be another significant fault in the instrument. The tracked object seen in Figures 12 and 13 is the space shuttle, which is only 40 meters in length, at a distance from the telescope of more than 200 miles. Still, in Figure 13 we can clearly see that the black hole of the deflected image has obscured a small part of the desired image. If the object were either larger or closer, more of the image would be obscured. Since the background subtraction works very well with the current amount of image deflection, it should be possible and useful to increase the deflection, moving the black hole further out of the way. We have not yet enquired about the practicality of doing so.

At the time of this writing, the algorithm has been transferred to LCY for processing of the classified data. A preliminary test on their system, using the same unclassified data, appears to have produced the same result, but because of security-classification difficulties that system currently lacks a grey-scale output, a problem that is currently being addressed.

FORTTRAN source listings for most of the software written for this work are reproduced in the Appendix. Only the most recent versions are included. Some of the results presented above were produced with earlier versions.

(on facing page)

Figure 13. The fully corrected image with grey-scale threshold at zero



Appendix

SOFTWARE SOURCE LISTINGS

FORTRAN source code for the following routines are listed below, in the order shown here. The code is written for an IBM PC-compatible computer running under DOS.

- | | |
|----|---|
| DD | A simple dump of the data file, in 512-byte blocks, to the monitor or a disk file. |
| RR | A routine to remove spurious end-of-record marks inserted after each tape record by the tape-copy utility. |
| EE | An ELSI-record reader to extract and examine one record (spacer, images, and label) at a time. |
| TT | An image translator to read the raw-data file, extract and decode time, discard overexposed pixels, reorder the array, and write a new data file. |
| DS | A routine to compute distributions of pixel values and pixel-to-pixel jumps. |
| GG | An image processor to read, subtract, correct, average, process, and output the results from one ELSI record. |

DD ROUTINE (DATA DUMP):

[illegible]

RR ROUTINE (EOR REMOVER):

[illegible]

EE ROUTINE (ELSI-RECORD READER):

```

      ELSI DATA-TAPE READER (EE)
      This routine reads from the file
      ELSI.DAT in the default drive.
      Press return to begin reading ...

```

```

00 28 IMAG=1,12
WRITE(*,B16)IMAG
816 FORMAT(/
  * 1X,'IMAGE NUMBER ',I2,/,
  * 1X,'Enter...0: Display this image',/,
  * 1X,'1: Skip to next image',/,
  * 1X,'2: Read the next record',/,
  * 1X,'3: Exit program ..... (0) ',\))
5 READ(*,700)I2
IF(I2.EQ.'0'.OR.Z.EQ.'S')GOTO 28
IF(I2.EQ.'1'.OR.Z.EQ.'r')GOTO 48
IF(I2.EQ.'2'.OR.Z.EQ.'e')GOTO 99
6 DO 18 ICOL=1,48
  IF(I2.EQ.'0')GOTO 17
  WRITE(*,B16)REC,IMAG,ICOL
818 FORMAT(/
  * 1X,'RECORD ',I3,
  * 5X,'IMAGE ',I2,
  * 5X,'COLUMN ',I2,
  * 5X,'6 SECTIONS(ROW)')
  DO 16 IROW=1,16
    WRITE(*,B23)IROW,
    * (I2.EQ.'1'.OR.Z.EQ.'IMAG')ISCT=1,I2)
829 FORMAT(1X,'ROW ',I2,5X,6(3X,I22))
16 CONTINUE
  * -----end row
  WRITE(*,B21)
821 FORMAT(/
  * 1X,'Skip column/next image/Read record/Exit',
  * 'Continue: (C) ',\))
17 READ(*,700)I2
  IJXP=0
  IF(I2.EQ.'S'.OR.Z.EQ.'s')IJXP=1
  IF(I2.EQ.'N'.OR.Z.EQ.'n')GOTO 28
  IF(I2.EQ.'r'.OR.Z.EQ.'r')GOTO 48
  IF(I2.EQ.'e'.OR.Z.EQ.'e')GOTO 99
18 CONTINUE
  * -----end columns
  WRITE(*,B22)
822 FORMAT(1X,'Begin next image... ',/\))
  * 1X,'Skip image/Continue/Lait: (c) ',\))
19 READ(*,700)I2
  IJXP=0
  IF(I2.EQ.'S'.OR.Z.EQ.'s')IJXP=1
  IF(I2.EQ.'e'.OR.Z.EQ.'e')GOTO 99
20 CONTINUE
  * -----end image
22 CONTINUE
  * -----output a modified ELSI record
  * -----not implemented
  * -----optional exit
  WRITE(*,B25)
825 FORMAT(/
  * 1X,'Read another ELSI record (Y/N)? (Y) ',\))
  READ(*,700)I2
  IF(I2.EQ.'N'.OR.Z.EQ.'n')GOTO 42
40 CONTINUE
  * -----close files
42 CONTINUE
  * file-write code not present
  GOTO 99
  * -----end of file or read error
45 IF(IST.GT.6)GOTO 47
  WRITE(*,B30)
830 FORMAT('EXIT: End-of-file encountered')
  GOTO 42
47 WRITE(*,B32)
832 FORMAT('ABORT: Read error in ELSI.DAT')
  * -----normal exit
99 CONTINUE
  CLOSE(98)
  WRITE(*,B99)
899 FORMAT(/,
  * 20X,
  * 20X,
  * 20X,
  * END

```

TT ROUTINE (IMAGE TRANSLATOR):

[illegible]

```

DO 36 IREC=1,32
-----read a record
IF(I.PALCE.(0,8)GOTO 2
WRITE(*,866)IREC
806 FORMAT(
+ 2X,'Ready to process record ',12,';',/,
+ 2X,'Press return to continue ...')
READ(*,788)
2 WRITE(*,868)IREC
808 FORMAT(
+ 2X,'Reading in record',13,' ...',/)
READ(90)B
IF(151.NE.8)GOTO 97
READ(90)D
IF(151.NE.8)GOTO 97
READ(90)C
IF(151.NE.8)GOTO 97
-----decode time
DO 3 I=1,4
IF(1.LE.2)TH(I)=TX(I-1)
3 TS(I)=TS(5-I)
IT=IT-178
KT(1)=IT/3606
IT=MOD(IT,3606)
KT(2)=IT/68
IT=MOD(IT,68)
KT(3)=IT
KT(4)=2
IVR=789
ID=27
-----display time
WRITE(*,818)IREC,KT
818 FORMAT(
+ 2X,'ELSI record',13,
+ 5X,'Universal Time: ',
+ 12,';',12,';',12,';',13,/)
-----fill and display header
DO 5 I=1,22
5 H(1)=BLANK
H(1)= 'ELSI'
H(2)= 'PWIR'
H(3)= 'ATH NO.'
H(4)= '47434'
H(5)= 'TAPE /3'
H(6)= 'FILE /2'
H(7)= 'RECORD'
I=IREC-10000
R=BLANK
WRITE(R4,308)I
308 FORMAT(15)
H(8)=R
H(9)= 'INITIAL'
H(10)= 'IMAGE IS'
H(11)= 'NUMBER'
I=28*(IREC-1)+100031
R=BLANK
WRITE(R5,310)I
310 FORMAT(16)
H(12)=R
H(13)= 'DATE IS'
H(14)= '11/27/89'
H(15)= 'TIME:'
R=BLANK
I=KT(3)+100
WRITE(R8,314)I
314 FORMAT(6X,13)
I=KT(2)+100
WRITE(R6,315)I
315 FORMAT(3X,13,1H:)
I=KT(1)+100
WRITE(R3,316)I
316 FORMAT(13,1H:)
H(16)=R
H(17)= 'PLUS'
R=BLANK
I=1000+KT(4)
WRITE(R9,318)I
318 FORMAT(14,1X,'MSEC')
H(18)=R
H(19)=BLANK
H(20)= 'DAVID J.'
H(21)= 'KNECHT'
H(22)= '3/26/90'
WRITE(*,812)H
812 FORMAT(
+ 2X,'New record header reads ...',/,
+ 16X,48(1H-),/,
+ 17(16X,6AB,/,/,
+ 16X,48(1H-),/)

```



```

+ 2BX, | SELECT OPERATION: |
+ 2BX, | R = Read an input record |
+ 2BX, | S = Subtract backgrounds |
+ 2BX, | V = Values distribution |
+ 2BX, | J = Jumps distribution |
+ 2BX, | O = Output to a file |
+ 2BX, | E = Exit |
+ 2BX, |
+ 2BX, | SELECTION:--> ',\)'
+ 2BX, |
+-----select operation
2 READ(=,700)Z
760 FORMAT(A1)
IF(Z.EQ.'R'.OR.Z.EQ.'r')GOTO 4
IF(Z.EQ.'S'.OR.Z.EQ.'s')GOTO 11
IF(Z.EQ.'V'.OR.Z.EQ.'v')GOTO 41
IF(Z.EQ.'J'.OR.Z.EQ.'j')GOTO 61
IF(Z.EQ.'O'.OR.Z.EQ.'o')GOTO 81
IF(Z.EQ.'E'.OR.Z.EQ.'e')GOTO 99
GOTO 2
+-----read input record
4 IF(INPUT.EQ.0)GOTO 5
WRITE(=,004)
804 FORMAT(
+ 2BX, 'Discard current record (Y/N)? (N) ',\)'
READ(=,700)Z
IF(Z.NE.'Y'.AND.Z.NE.'y')GOTO 1
5 IREC=IREC+1
CALL ROREC(A,D,NO,IREC)
INPUT=1
ISUB=0
IDIST=0
WRITE(=,000)(H(J),J=1,10)
808 FORMAT(2BX, 'Record header: ',/,
+ 2BX, 40(1H-),/,3(2BX,6AB,/,),2BX,40(1H-),/,
+ 2BX, 'Press return to continue ...',)
READ(=,700)Z
GOTO 1
+-----subtract within each frame pair
11 IF(INPUT.EQ.1)GOTO 12
WRITE(=,012)
812 FORMAT(2BX, 'No data have been read.',/,
+ 2BX, 'Press return for main menu ...',)
READ(=,700)Z
GOTO 1
12 CALL SUBTR(NO)
ISUB=1
IDIST=0
WRITE(=,014)
814 FORMAT(
+ 2BX, 'Subtraction is completed.',/,
+ 2BX, 'Press return to continue ...',)
READ(=,700)Z
GOTO 1
+-----compute distribution of values
41 IF(ISUB.EQ.1)GOTO 42
WRITE(=,042)
842 FORMAT(
+ 2BX, 'Subtractions have not been done.',/,
+ 2BX, 'Press return for main menu ...',)
READ(=,700)Z
GOTO 1
42 WRITE(=,040)
840 FORMAT(/,
+ 2BX, 'Computing distribution for all pairs ')
DO 43 I=1,4096
NOSP(I)=0
43 NOSH(I)=0
DO 46 IPR=1,10
K=IPR*2
DO 46 J=1,60
DO 46 I=1,45
NV=NO(I,J,K)
IF(NV.GE.0)GOTO 44
NNEG=-NV/8+1
NOSH(NNEG)=NOSH(NNEG)+1
GOTO 46
44 NPOS=NV/8+1
NOSP(NPOS)=NOSP(NPOS)+1
46 CONTINUE
WRITE(=,050)
850 FORMAT(
+ 2BX, 'Value distribution completed.',/,
+ 2BX, 'Press return to continue ...',)
READ(=,700)Z
IDIST=1
GOTO 1
+-----compute distribution of jumps
61 IF(ISUB.EQ.1)GOTO 62
WRITE(=,062)
862 FORMAT(
+ 2BX, 'Subtractions have not been done.',/,
+ 2BX, 'Press return for main menu ...',)

```



```

      READ(*,700)Z
      GOTO 1
62  WRITE(*,800)
868  FORMAT(/,
+ 2X,'Computing distribution for all pairs')
      DO 43 I=1,4096
      NOSP(I)=0
63  NOSH(I)=0
      DO 64 J=1,18
      K=IPR*2
      DO 64 J=1,68
      DO 64 I=2,45
      IJ=I-1
      NV=NO(I,J,K)-NO(IJ,K)
      IF(NV.GE.0)GOTO 64
      NNEG=-NV/8+1
      NOSN(NNEG)=NOSH(NNEG)+1
      GOTO 64
64  NPOS=NV/8+1
      NOSN(NPOS)=NOSP(NPOS)+1
66  CONTINUE
      WRITE(*,8/8)
870  FORMAT(
+ 2X,'Distribution is completed.',/,
+ 2X,'Press return to continue ...',)
      READ(*,700)Z
      IOIST=1
      GOTO 1
-----output to file
81  IF(IOIST.EQ.1)GOTO 82
      WRITE(*,802)
882  FORMAT(
+ 2X,'Distribution has not been computed.',/,
+ 2X,'Press return for main menu ...',)
      GOTO 1
82  WRITE(*,804)
884  FORMAT(
+ 2X,'Printing distribution for ',/,
+ 2X,'all image pairs to a file.',/,
+ 2X,'Provide a file name ...',)
      OPEN(77,FILE=' ',FORM='FORMATTED',
+ STATUS='NEW',ACCESS='SEQUENTIAL')
      WRITE(77,770)(NOSP(I),I=1,512),(NOSH(I),I=1,512)
770  FORMAT(
+ ' TEN IMAGES: BINS 800 - 512',52(1H-),/,
+ ' 2(16(1615,/,1X,79(1H-),/,1X,79(1H-),/,/,
+ ' TEN IMAGES: BINS 800 - 512',52(1H-),/,
+ ' 2(16(1615,/,1X,79(1H-),/,1X,79(1H-),/,/)
      ENOFIL(77)
      CLOSE(77)
      GOTO 1
-----normal exit
99  CONTINUE
      WRITE(*,899)
899  FORMAT(/,
+ 2X,'
+ 2X,'
+ 2X,'
+ 4(/))
      CONTINUE
      END

```

END OF DISTRIBUTION COMPUTATION

```

      SUBROUTINE ROREC(A,D,NO,IREC)
      CHARACTER*1 A(162816),D(162800),DO,Z
      INTEGER*2 NO(45,90,28)
      WRITE(*,302)IREC
302  FORMAT(2X,'Reading record',I3,' ...')
      READ(60)A
+ ----switch byte order
      DO 28 K=1,81800
      I=(K-1)*2+1
      J=I+1
      DO=O(J)
      D(J)=D(I)
      D(I)=DO
28  CONTINUE
+ ----print data sample (col 1-15, row 1-6')
      WRITE(*,304)
304  FORMAT(
+ 2X,'Print data sample to file (V/N)? (N) ',\))
      READ(*,100)Z
100  FORMAT(A1)
      IF(Z.NE.'Y'.AND.Z.NE.'y')GOTO 48
      OPEN(66,FILE=' ',FORM='FORMATTED',
+ STATUS='NEW')
      DO 30 K=1,2
      DO 29 J=1,68
      WRITE(66,700)(NO(I,J,K),I=1,15)
700  FORMAT(15I5)
29  CONTINUE

```



```

-----select operation
2 READ(=, 'A1')?2
  IF(2.EQ.1.OR.2.EQ.3)GOTO 4
  IF(2.EQ.5.OR.2.EQ.6)GOTO 11
  IF(2.EQ.7.OR.2.EQ.8)GOTO 21
  IF(2.EQ.9.OR.2.EQ.10)GOTO 41
  IF(2.EQ.11.OR.2.EQ.12)GOTO 61
  IF(2.EQ.13.OR.2.EQ.14)GOTO 81
  IF(2.EQ.15.OR.2.EQ.16)GOTO 91
GOTO 2
-----read input record
4 IF(1.SAVE.EQ.1.OR.INPUT.EQ.8)GOTO 5
  WRITE(=, 804)
804 FORMAT(
  * 2EX, 'Discard current record (Y/N)? (N) ', \)
  READ(=, 'A1')?2
  IF(2.NE. 'Y'.AND.2.NE. 'y')GOTO 1
5 IREC=IREC-1
  CALL RDR(C(A,D,NO,IREC)
  INPUT=1
  ISUBT=0
  IPEAN=0
  IPROC=0
  ICAVE=0
  WRITE(=, 808)(H(J), J=1, 18)
808 FORMAT(2EX, 'Record header: ', /,
  * 2EX, 48(1H-), /, 3(2EX, 6A8, /), 2EX, 48(1H-), /,
  * 2EX, 'Press return to continue ... ', /)
  READ(=, 'A1')?2
  GOTO 1
-----subtract within each frame pair
11 IF(1.INPUT.EQ.1)GOTO 12
  WRITE(=, 812)
812 FORMAT(2EX, 'No data have been read.', /,
  * 2EX, 'Press return for main menu ... ', /)
  READ(=, 'A1')?2
  GOTO 1
12 CALL SUBTR(NO)
  ISUBT=1
  WRITE(=, 814)
814 FORMAT(
  * 2EX, 'Subtraction is completed.', /,
  * 2EX, 'Press return to continue ... ', /)
  READ(=, 'A1')?2
  GOTO 1
-----correct for stuck bits (rows 1-68)
21 IF(1.INPUT.EQ.1.AND.ISUBT.EQ.1)GOTO 22
  WRITE(=, 822)
822 FORMAT(2EX, 'No data have been prepared.', /,
  * 2EX, 'Press return for main menu ... ', /)
  READ(=, 'A1')?2
  GOTO 1
22 WRITE(=, 824)IREC,H(12)
824 FORMAT(
  * 2EX, 'Correcting data of record', 13, /,
  * 2EX, 'The first image is number ', A8, /)
  DO 34 IPAIR=1, 18
    K1=(IPAIR-1)-2+1
    K2=K1+1
    CALL RECON(NO,MO,K1)
    CALL RECON(NO,MO,K2)
34 CONTINUE
  IPEAN=0
  IPROC=0
  WRITE(=, 830)
830 FORMAT(/,
  * 2EX, 'Correction is completed.', /,
  * 2EX, 'Press return to continue ... ', /)
  READ(=, 'A1')?2
  GOTO 1
-----average over successive pairs
41 IF(1.INPUT.EQ.1.AND.ISUBT.EQ.1)GOTO 42
  WRITE(=, 842)
842 FORMAT(2EX, 'No data have been prepared.', /,
  * 2EX, 'Press return for main menu ... ', /)
  READ(=, 'A1')?2
  GOTO 1
-----specify summing
42 WRITE(=, 844)H(12)
844 FORMAT(
  * 2EX, 'Image pairs are numbered 1-18.', /,
  * 2EX, 'The first image is number ', A8, /,
  * 2EX, 'Average starting with pair: (1) ', \)
  READ(=, 756)KBEG
766 FORMAT(8N, 16)
  IF(KBEG.EQ.8)KBEG=1
  IF(KBEG.LT.1.OR.KBEG.GT.18)GOTO 42
  WRITE(=, 846)
846 FORMAT(
  * 2EX, '      and ending with pair: (18) ', \)

```



```

DO 6 K=KBCG,KENO
K1=(K-1)*2+1
K2=K-1
DO 6 J=1,94
DO 6 I=1,45
NO(1)=NO(I,J,K1)
NO(2)=NO(I,J,K2)
NOUT(I,J,1)=NOUT(I,J,1)+NO(1)
NOUT(I,J,2)=NOUT(I,J,2)+NO(2)
6 CONTINUE
----convert to averages
NIM=KENO-KBCG+1
DO 8 K=1,2
DO 8 J=1,94
DO 8 I=1,45
NOUT(I,J,K)=NOUT(I,J,K)/NIM
8 CONTINUE
RETURN
END

SUBROUTINE IQO(N)
CHARACTER*1 Z
READ(=,'(A1)')Z
N=-1
IF(Z.EQ.'G'.OR.Z.EQ.'g')N=0
RETURN
END

SUBROUTINE JTEST(IV1,IV2,LDEL,IDEL)
-----symbols
* IV1,IV2 data values (input)
* IDP,IDN IV2-IV1, IV1-IV2 differences
* LDEL last large jump 128*(.3,-.3,.5,-.5)
* IDEL size of this jump (output)
* IT threshold levels
-----variable types
CHARACTER*1 Z
INTEGER*2 IV1,IV2,IDE,LDEL,IDEL,IT(14)
INTEGER*2 ISIGN,IDUM,IJMP,MSG(2)
DATA IT/0,64,128,192,256,320,384,
448,512,576,640,704,768,832/
-----find size of jump
IDE=IV2-IV1
ISIGN=1
IF(IDE.GE.0)GOTO 6
ISIGN=-1
IDE=-IDE
6 IJMP=10
IF(IDE.LT.IT(14).AND.IDE.GE.IT(12))IJMP=6
IF(IDE.LT.IT(12).AND.IDE.GE.IT(10))IJMP=5
IF(IDE.LT.IT(10).AND.IDE.GE.IT(8))IJMP=4
IF(IDE.LT.IT(8).AND.IDE.GE.IT(6))IJMP=3
IF(IDE.LT.IT(6).AND.IDE.GE.IT(4))IJMP=2
IF(IDE.LT.IT(4).AND.IDE.GE.IT(2))IJMP=1
IF(IDE.LT.IT(2).AND.IDE.GE.IT(1))IJMP=0
IF(IJMP.GE.0.AND.IJMP.LE.1)GOTO 8
IF(IJMP.GE.3.AND.IJMP.LE.5)GOTO 8
* ----illegal or unusual jumps
MSG(1)=ISIGN-IJMP
MSG(2)=IDE
CALL MESSG(1,MSG)
IF(IJMP.EQ.10)IJMP=0
8 IF(IJMP.LE.1.OR.LDEL.EQ.0)GOTO 10
IDUM=(-1)*ISIGN*IDEL
IF(IDUM.GT.0)GOTO 10
MSG(1)=ISIGN-IJMP
MSG(2)=IDEL
CALL MESSG(2,MSG)
* ----return the jump value
10 IDEL=ISIGN*IJMP
IF(IJMP.GT.1)IDEL=IDEL
60 CONTINUE
RETURN
END

SUBROUTINE MESSG(N,MSG)
CHARACTER*1 Z
INTEGER*2 MSG(2)
DATA Z/'S'/
IF(N.EQ.1)WRITE(=,301)MSG
IF(N.EQ.2)WRITE(=,302)MSG
301 FORMAT(25X,5(1H=),
+ ' Jump of ',12,' ('',14,'') encountered',\ )
302 FORMAT(25X,5(1H=),
+ ' Jump ',12,' follows jump ',12,\ )
+ IF(Z.EQ.'G'.OR.Z.EQ.'g')GOTO 9
READ(=,'(A1)')Z
9 RETURN
END

```

```

SUBROUTINE PROC(INOUT,H,P,Q)
CHARACTER*2 P(47,96),Q(42,198),Z,REG(2)
INTEGER*2 NV,IREG,MARK,ITOP,IBOT
INTEGER*2 MIN,MAX,IRNG,ITHR,ISAT,ISLP,IDLUM
INTEGER*4 NOVI(45,96,2)
EQUIVALENCE (IREG,REG(1))
TOP=159
BOT=32
MARK=273
MIN=32507
MAX=32567
* ----adjust parameters
DO 4 J=1,68
DO 4 I=1,45
IF(INOUT(I,J,H).LT.MIN)MIN=INOUT(I,J,H)
IF(INOUT(I,J,H).GT.MAX)MAX=INOUT(I,J,H)
4 CONTINUE
IRNG=MAX-MIN
ITHR=MIN
ISAT=MAX
6 ISLP=ISAT-ITHR
ISLP=ISLP/128.
* ----display parameters
WRITE(=,306)MAX,MIN,IRNG,ISLP,ISAT,ITHR
306 FORMAT(
* 2X,'Image parameters: ',
* 2X,'Maximum: ',16./,
* 2X,'Minimum: ',16./,
* 2X,'Range: ',16./,
* 2X,'Slope: ',16.2./,
* 2X,'Saturation: ',16./,
* 2X,'Threshold: ',16./)
* ----adjust parameters
WRITE(=,308)
308 FORMAT(2X,'Adjust parameters (Y/N)? (N) ',\))
READ(=,*)I2
IF(I2.NE.'Y'.AND.Z.NE.'y')GOTO 12
WRITE(=,310)
310 FORMAT(2X,'New threshold: ',\))
READ(=,706)IDLUM
706 FORMAT(BY,16)
ITHR=IDLUM
WRITE(=,312)
312 FORMAT(2X,'New saturation: ',\))
READ(=,706)IDLUM
ISAT=IDLUM
IF(ISAT.GT.ITHR)GOTO 18
WRITE(=,314)
314 FORMAT(
* 2X,'Error: saturation below threshold')
GOTO 8
18 ISLP=ISAT-ITHR
ISLP=ISLP
ISLP=ISLP/128.
* ----convert for printing
12 DO 18 J=1,68
DO 18 I=1,45
NV=INOUT(I,J,H)
IF(NV.LT.ITHR)NV=ITHR
IF(NV.GT.ISAT)NV=ISAT
NV=NV-ITHR
V=NV
V=V/SLP
NV=V
IREG=ITOP-NV
IF(IREG.GT.ITOP)IREG=ITOP
IF(IREG.LT.IBOT)IREG=IBOT
P(I,J)=REG(1)
12=11+2
J2=(J-1)*2
DO 14 J1=1,2
J3=J2+J1
DO 14 I1=1,2
13=12+I1
14 Q(I3,J3)=REG(1)
16 CONTINUE
* ----add end-of-record marks
IREG=MARK
P(46,J)=REG(1)
P(47,J)=REG(2)
DO 17 J1=1,2
J3=J2+J1
Q(91,J3)=REG(1)
Q(92,J3)=REG(2)
17 CONTINUE
18 RETURN
END

```

```

SUBROUTINE RONEC(A,O,NO,INC)
CHARACTER*1 A(162816),O(162888),OO,Z
INTEGER*2 NO(45,96,28)
WRITE(*,302)INC
302 FORMAT(2X,'Reading record',I3,' ...')
READ(66)A
* -----switch byte order
DO 28 K=1,8192
  I=(K-1)*2+1
  J=I+1
  OO=O(J)
  O(J)=O(I)
  O(I)=OO
* 28 CONTINUE
* -----print data sample (col 1-15, row 1-64)
WRITE(*,304)
304 FORMAT(
* 2X,'Print data sample to file (V/N)? (N) ',\ )
READ(*,100)Z
100 FORMAT(A1)
100 IF(Z.NE.'Y'.AND.Z.NE.'N')GO TO 48
OPEN(64,FILE=' ',FORM='FORMAT:D',
* STATUS='NEW')
DO 38 K=1,2
DO 29 J=1,64
WRITE(64,700)(NO(I,J,K),I=1,15)
700 FORMAT(15I5)
29 CONTINUE
WRITE(64,710)
710 FORMAT(70(7H-))
38 CONTINUE
48 RETURN
END

```

```

SUBROUTINE RECON(NO,MO,K)
CHARACTER*1 Z
INTEGER*2 NO(45,96,28),MO(45,96)
INTEGER*2 IV1,IV2,LOEL,LOEL,LOEL,LOEL
INTEGER*2 MAX,MIN,MAXX,MINN,N128,I2ER
*-----constants
MAXX=32765
MINN=32765
I2ER=2
N128=128
*-----initialize
DO 2 J=1,96
DO 2 I=1,45
2 MO(I,J)=I2ER
*-----display image number
WRITE(*,318)
318 FORMAT(7,2X,'Correcting image ',I2)
*-----reconstruct center column (68-row limit)
LOEL=8
LOEL=8
DO 38 J=2,68
  I=23
  JJ=J-1
  IV1=NO(I,J,K)
  IV2=NO(I,J,K)
  CALL JTEST(IV1,IV2,LOEL,LOEL)
  MO(I,J)=MO(I,JJ)+LOEL
38 CONTINUE
*-----fan right side
DO 48 J=1,68
  NJ=8
  LOEL=8
  LOEL=8
  DO 30 I=24,45
    II=1
    III=II-1
    IV1=NO(III,J,K)
    IV2=NO(III,J,K)
    CALL JTEST(IV1,IV2,LOEL,LOEL)
    MO(II,J)=MO(III,J)+LOEL
30 CONTINUE
48 CONTINUE
*-----fan left side
DO 58 J=1,68
  NJ=8
  LOEL=8
  LOEL=8
  DO 40 I=1,22
    II=23
    III=II+1
    IV1=NO(III,J,K)
    IV2=NO(III,J,K)
    CALL JTEST(IV1,IV2,LOEL,LOEL)
    MO(II,J)=MO(III,J)+LOEL
40 CONTINUE
58 CONTINUE

```

